Genesis

Archimedes Learning Curve Applications

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User Guide

Acknowledgements

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The Archimedes Learning Curve Applications

This suite of programs illustrates just a few of the different ways in which you can use your computer. All of these programs have been created using the Genesis application generator and they show the basic ideas behind using a computer to store information and present it in a colourful and interesting way.

Each of the applications is like an electronic book. They consist of a number of pages containing a mixture of text and pictures. These pages are bound together by electronic links. By following these links you can trace a variety of different paths through the information rather than simply reading each page in turn. This allows you to explore the subject matter in your own way.

Briefly, the subjects covered by these applications are:

The Archimedes 420 - *!AboutA420*

Let the computer introduce itself. This application gives you an illustrated description of what the different parts of the Archimedes do.

Green Issues - *!Green*

This is an electronic book covering green issues. It presents facts about the ozone layer, the greenhouse effect, lead in petrol and acid rain. Of course, there are many other environmental problems and so you may like to add your own information to extend the book. This is one of the great advantages of the electronic book - you can change or add to the data whenever you like.

Story writing - *!MyStory*

This is a tool designed to encourage creative writing by children. The pages are set up in a ready to go format. Use some of the sample pictures provided to form a framework around which stories can be written.

Personnel - *!Personnel*

The first page illustrates the structure of a small organisation. From this page you can obtain the personnel record of any individual.

Composers - *!Composers*

A musical database! This presents pages about a few composers and allows you to hear some examples of their work. The music is stored in files which can be used with the Maestro music editor. Using this editor, you can re-create the masterpieces of more great musicians to add to your collection.

Planets - *!Planets*

This is an electronic book giving facts and astronomical data about the objects in our solar system. It includes colour pictures of the planets together with textual information. On one of the pages, there is an animated sequence of a solar flare.

Address Book - *!AddrBook*

This is a simple card-index type database for storing names and addresses. Add your own information about friends and relatives and use the **Find** option to locate particular cards.

Recipes - *!Recipes*

Another type of database. This one holds all the details you require to make a mouth-watering selection of different dishes.

Scrapbook - *!ScrapBk*

This is an electronic scrap book. It contains a number of interesting pictures and shows how extra sub-pages can be linked to particular areas of a page. For example, the windows and doors of the house are more interesting than they might first appear!

Slide Show - *!SlideShow*

Your computer is an ideal tool for giving presentations. Instead of using slides you simply project the Genesis pages onto an overhead screen. This application shows a variety of the ways of illustrating your facts and figures.

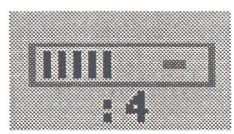
GenFax - *!GenFax*

This application contains blank pages for your Personal Organiser. If you do not like the standard ones provided, just design your own.

Running an application

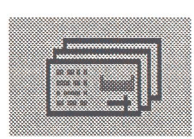
Words can rarely give an accurate picture of what a computer application is like. It is far better to find out for yourself by running the program. Turn on your computer system and wait a few seconds for the screen to 'warm up'. Initially, the screen will be blank, apart from a bar at the bottom containing some pictures or icons and a pointer in the centre of the screen.

By moving the mouse around on your desk, move the pointer so that it points at the hard disc drive icon:



Then click, ie press and release, the left mouse button. A directory viewer will appear on the screen showing, graphically, the contents of the hard disc.

Locate the icon in this directory viewer which is labelled ***Genesis*** and point at it with the mouse pointer. Then double-click on it, ie press and release the left mouse button twice in succession without moving the pointer in between. This will cause another directory viewer to appear. Now locate the icon ***!Browser*** within this second directory viewer and double-click on it. This action starts up the Genesis Browser which is the program you need to use in order to look through any of the Genesis applications. All that will happen at this stage is that an extra icon will appear on the icon bar:



Next, locate the icon ***TLC_Apps*** within the same directory viewer and double-click on it. A third directory viewer will appear. This contains an icon for each of the applications listed above. Their names and the picture representing them give a clue as to which is which. Choose one and point at it with the mouse pointer. For example, to start by looking at the scrapbook, point at the ***!ScrapBk*** icon. Then press the left mouse button and hold it down. With the button still held down, move the mouse so that the pointer lies on top of the ***!Browser*** icon on the bar at the bottom

of the screen. As you move the mouse pointer, a rectangle representing the ***!ScrapBk*** icon will move with it. Finally, release the left mouse button to 'drop' the ***!ScrapBk*** icon on top of the ***!Browser*** icon. This will start up the application and display the first page. (Note also that the ***!Browser*** icon on the icon bar will have changed into the ***!ScrapBk*** icon.)

Each item on a page, such as a picture or a block of text, can have an 'action' associated with it. The most common action is a link to another page. To invoke such an action, point at the item and double-click with the left mouse button. This will display the page which the item is linked to. For example, point at the 'Next' button in the bottom left of the first page of the scrapbook and double-click with the left mouse button. This will display another page on top of the current one. Then repeat the action and the third page, 'Our house' will be drawn.

In addition, items can be linked to smaller pages which 'pop up' to provide further information about the current scene. For example, point at one of the windows of the house and double-click. This will provide extra details about the picture.

You can close down a page by pointing at the cross in the top left-hand corner of the window it is in and clicking the left mouse button. This will remove just a single page and reveal what was previously behind it. For example, closing one of the 'window pages' will display the part of the house picture which had been obscured by it. Similarly, closing the 'Our house' page will reveal the previous page containing the aeroplane picture.

If there is no action attached to an item then double-clicking on it will have no effect. Therefore, you can safely try double-clicking on any item to find if it has an action. However, in most cases, the instructions on the page should indicate where might be an interesting place to choose.

Continue looking through the pages of the scrapbook until you reach the end. Do not try adding any more information at the moment - this will be covered elsewhere. Instead, you should close down this application and try looking at a different one. To do this, point at the ***!ScrapBk*** icon on the icon bar and click the middle mouse button. This will make a 'menu' pop up above the icon. Point at the bottom option of this menu which is **Quit** so that it is highlighted by a black bar and then click the left mouse button to select it. This will close down the application and remove the icon from the icon bar.

Further applications

Now try a different application, such as ***!Planets:***

> Point at the ***!Browser*** icon in the second directory viewer which should still be visible
>
> Double-click with the left mouse button
>
> Point at the ***!Planets*** icon in the third directory viewer
>
> Press the left mouse button, drag the icon onto the ***!Browser*** icon on the icon bar and release the mouse button

The previous application mainly contained pages which could only be looked through in one particular sequence; most pages contained just one item which had a link from it. However, ***!Planets*** is an example of an application where there is a choice of routes from a page. The title page shows a picture of the whole solar system. You can point at any of the objects on this page and double-click to obtain details about it.

Each page contains arrows which can be double-clicked on. Left facing arrows will move you towards the sun, right facing ones will move you away from the sun. In addition, clicking on the picture will produce further information about the object.

Try moving around this application on your own. Again, when you have finished studying it, quit the application. Point at the icon on the icon bar, click the middle button, point at the **Quit** option and click the left button to select it.

Music

Some frames have actions other than frame links associated with them. Start up the ***!Composers*** application by following the sequence of steps listed in the section above, replacing ***!Planets*** by ***!Composers.*** Then double-click on the box indicated on the title page and a page about Bach will appear. This contains two items which are Maestro music file icons:

The action of these items is to play the tune which is held in the file they represent. Try double-clicking on them to check this. In this way, Genesis pages can combine text, graphics and sound.

If you wish to hear more examples of Maestro music, look through the rest of the pages in this application. Then close the application using the **Quit** option on the application's menu in the usual way.

Entering your own text

Some of the applications contain blank pages for your own data. For example, the address book needs filling with the names of your friends and relations. Follow the steps outlined above to start up ***!AddrBook.*** When the title page is displayed, double-click in the box indicated to display the first address card. The first card gives the address and telephone number of Software Solutions who created Genesis. Similarly, if you double-click on the 'Next' button, you will find that the second page contains Acorn's address and telephone number. However, if you double-click on this 'Next' button, you will be presented with a blank card.

To type some text into one of the boxes, point inside the box and click the left mouse button. A red bar or 'caret' will appear indicating where the first character you type will appear. Click inside the top one of these and type your own name. As you type, the characters will appear one at a time and the caret will move to the right.

To add text to a different box, just point inside the new box, click the left mouse button to reposition the caret and type. For example, when you have entered your name, point inside the address box, click the left mouse button and then enter your address. You can press the Return key at the end of each line of the address to move the caret to the start of the next line within the box.

If you find that you have made a mistake, use the mouse to point within the text after any letters which need to be removed and click the left mouse button to position the caret there. Then, delete as many characters as are necessary by pressing the Delete key. Each time you press this key, the character to the left of the caret will be deleted and the the text to the right will close up to fill the gap. To insert new characters, simply type the letters you want to add. As each is entered, the characters to the right will move along to make space for it.

When you have completed this address, you can create another one by double-clicking on the 'Another' button. This creates a new blank card for you to fill in and displays it on the screen. In addition, double-clicking on this button has one

extra effect - it changes the button on the previous page so that it now reads 'Next' rather than 'Another'. This indicates that the record is no longer the last record in the address book - there are now other ones following it. The 'Another' button is an example of yet another type of action which can be associated with an item.

When you have entered your data, you will no doubt want to save it onto your hard disc so that it is not lost. To do this, point at the ***!AddrBook*** icon on the icon bar, click the middle button, point at the **Save All** option to highlight it and click the left mouse button to select it. This will save all the pages which you created.

Now, you can investigate another feature of this application. Close down each of the card index pages in turn by pointing at the cross in its top left-hand corner and clicking the left mouse button. This will leave you just with the title page displayed. The bottom box on this page can be used for locating particular records. For example, if you know someone's name and want to look up their address, you can enter the name in this box and double-click on it. All the cards will be searched and any containing the name you entered will be displayed.

To illustrate this, the box starts off by containing the name 'Acorn'. If you double-click on the box as it stands, the record for Acorn Computers will be located. Close this down and try searching for a record of your own. Point within the bottom box, use the Delete key to remove the current text and type your own surname. Then double-click within the box. Your card should appear plus those of anyone else who shares your name.

The text you look for isn't restricted to being a person's name, it can be any sequence of characters which may appear on the card. For example, you can enter a town or part of a telephone number and the search will work equally well.

The advantage of such a feature is highlighted when you have a large number of records in your address book. In such a situation, looking through them one at a time from the beginning is a slow process. It is far quicker to locate the one you want by using the find utility.

Printing out your pages

If you have a dot matrix or laser printer connected to your computer, it is possible to obtain a printed copy of the pages from the various applications. Genesis uses the standard RISC OS printer drivers provided as standard with your computer. For information on how to install a printer driver appropriate for your printer please refer to your computer *User Guide*.

Choose a page of the address book. To print the page, move the pointer to any area of white space not occupied by text. Press the middle button of the mouse. The **Page** Menu will appear on the screen. (If you get the **Frame** Menu, move the pointer and try again.) The last option on the **Page** Menu is **Print.** Move the pointer over this option and click with the left button. A dialogue box will appear on the screen. It has various options set up which are described in more detail in the *Genesis User Guide*. Ensure that your printer is switched on and connected to your computer. Point at the yellow **Print** box and click the left button of the mouse. The page will be printed onto the paper.

Extending applications

Once you feel comfortable with browsing through the applications provided, you might like to try adding to them. To do this you will need to use the **Genesis Editor** rather than the **Genesis Browser**.

The Browser does not allow you to add pictures or move items around a page or change the colour of your text etc. The main purpose of the Browser is to allow people to look at an existing application without altering it. The only exception to this is that in certain cases, text can be added or altered. For example, in the address book, you were able to enter information into the boxes which had been set up ready to hold it.

However, the Editor allows you to make any changes you like to an application. For example, you might like to add more composers to the musical database, change the address book so that it includes a 'Birthday' slot or simply re-arrange the existing data inside the scrapbook.

In all cases, you are free to extend or alter these applications in whatever way you like.

In addition, these applications will hopefully give you ideas about further topics for which you might like to create new applications. Even if you have never used a computer before, you should be able to start creating applications like the ones shown here within a matter of minutes. The *Genesis User Guide* provides step by step instructions taking you through each of the stages involved.

Take a look at the rest of the Genesis Archimedes Learning Curve applications and then move on to the *Genesis User Guide* to learn how to create your own.

Your backup discs

The Genesis Editor, Browser, applications etc have all been installed onto the hard disc of your Archimedes computer so they are ready to run as soon as you turn your machine on. Whenever the *Genesis User Guide* refers to a disc, you should instead interpret this to mean a directory on the hard disc.

However, two discs have also been provided which contain a backup of all the Genesis material. If you make an edit to one of the applications which you later decide you didn't want, for example, you can return to the original version by copying it from the appropriate disc. The discs are labelled: **Editor and Examples Backup** and **The Learning Curve Applications Backup**.

The contents of this discs are in a special compressed format created by the ***!Spark*** application. This means that you cannot run applications directly from the disc. The discs are a backup only - they should not and cannot be used as work discs. In order to copy the applications from the disc they must be first decompressed. To decompress an application, put the appropriate backup disc in the drive and click on the floppy disc icon. Double click on the file **Editor, Examples** or **TLC_Apps** depending on which disc you are using. After a few seconds, a directory viewer will appear containing the applications. (Note: the applications will not have the correct icons; the blue directory icon is used instead.) Drag the application(s) that you want to copy, from the Spark directory viewer onto the hard disc. The decompression may take several minutes depending on how many applications you copy.

Once copied, the applications can be used as described earlier in this User Guide.